

CLAIMS OF THE INVENTION

I CLAIM:

1. A method of playing a game by two or more players, said game having the possibility of different outcomes to each of said at least two players, said game having a plurality of steps, one or more of which define said outcomes, comprising:

indicating to said two or more players information regarding times by which each of said steps of said game must be completed by said two or more players;

permitting each player of said two or more players to continue playing said game if said steps are completed within said times;

preventing any of said at least two or more players having not completed a step within a defined time from continuing to play said game; and

determining a winner of said game by comparison of the outcomes of games completed by any of said two or more players.

2. The method in accordance with Claim 1 wherein said indicating step comprises displaying information regarding a time by which a step of said game must be completed by said two or more players.

3. The method in accordance with Claim 2 wherein said information defines a time period during which a step of said game must be completed by said two or more players.

4. The method in accordance with Claim 1 including the steps of indicating a time by which each of said two or more players must place a bet in order to continue playing said game.

5. The method in accordance with Claim 4 including the step of indicating a time by which each of said two or more players having placed a bet must provide input to display indicia for play of said game.

6. The method in accordance with Claim 1 wherein said outcomes of said game include point totals and said step of determining a winner of said game comprises comparing point totals received by any of said two or more players completing said game.

7. The method in accordance with Claim 6 including the step of declaring a player having the highest point total the winner of said game.

8. The method in accordance with Claim 1 including the step of presenting said game to each of said two or more player with a gaming device.

9. The method in accordance with Claim 8 including the step of associating each gaming device with a controller.

10. The method in accordance with Claim 9 including at least one input device whereby a caller may cause the controller to generate a signal used to indicate one or more of said times.

11. The method in accordance with Claim 9 wherein at least one of said players comprises a computer-generated play result by said controller.

12. A method of playing a game by two or more players, said game having the possibility of different outcomes to said at least two players, said game having at least two steps comprising:

indicating information regarding a time by which a first step of said game must be completed by said two or more players;

permitting each player of said two or more players to continue playing said game if said step is completed by said time;

preventing any of said at least two or more players having not completed said step by said time from continuing to play said game; and

indicating information regarding a time by which a next step of said game must be completed by each player of said two or more player permitted to continue playing said game.

13. The method in accordance with Claim 12 wherein said steps of indicating comprise indicating a time period.

14. The method in accordance with Claim 12 including the step of determining an outcome of said games played by said players by comparing results of each player's game outcome to the result of other players' game outcomes.

transmitting said control signal to said at least two gaming devices;
indicating a time by which a player of each of said at least two gaming devices must provide input thereto;
accepting input from a player of each of said at least two gaming devices if said input is provided during said indicated time; and
transmitting a signal from said at least two gaming devices regarding the status of player input to said gaming device.

18. The method in accordance with Claim 17 including the step of transmitting a signal from said controller to each gaming device to which player input was not provided within said indicated time, said signal preventing further play of said game by said player.

19. The method in accordance with Claim 17 including the step of transmitting game play data from said controller to each gaming device which transmitted a signal indicating player input was received within said indicated time.

20. A method of playing a game comprising the steps of:
placing a wager;
displaying a first set of symbols comprising a main set of symbols;
displaying a set of player symbols;
determining if any of said symbols in said first set of symbols match any of the symbols displayed in said player set of symbols;

displaying a second set of symbols comprising said main set of symbols;

determining if any of said symbols in said second set of symbols match any of the symbols in said player set of symbols.

21. The method in accordance with Claim 20 including the step of displaying a plurality of rows of symbols comprising said set of player symbols, determining if any of said symbols of said first set of symbols match any of said symbols in one or said rows of said player symbols and determining if any of said symbols of said second set of symbols match any of said symbols said row of player symbols.

22. The method in accordance with Claim 20 wherein said symbols in said first set of symbols and said player symbols are arranged into positions and set step of determining if said symbols match comprise determining if a symbols in corresponding positions of said first set of symbols and said set of player symbols are the same.

23. The method in accordance with Claim 20 including the step of assigning a score for each matched symbol.

24. The method in accordance with Claim 20 wherein said sets of symbols are displayed on a single display.

25. A method of playing a game comprising the steps of:

displaying at least a first set of player symbols and a second set of player symbols;
displaying a first set of game symbols;
determining if one or more of said first set of game symbols matches one or more of said first set of player symbols;
displaying at least a second set of game symbols;
determining if one or more of said second set of game symbols matches one or more of said first set of player symbols;
displaying at least a third and a fourth set of game symbols; and
determining if one or more of said third and fourth sets of game symbols matches one or more of said second set of player symbols.

26. The method in accordance with Claim 25 wherein said first set of player symbols has symbols in at least two positions and said first set of game symbols has symbols in at least two positions and said determining step comprises determining if symbols in corresponding positions of said first set of player symbols and first set of game symbols match.

27. The method in accordance with Claim 25 wherein said symbols comprise at least a portion of a dice.

28. The method in accordance with Claim 25 including the step of generating a score associated with said matched symbols.

